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DRAFT CLAIMS FOR DISCUSSION PURPOSES ONLY

- I. A soft count tracking system for a currency operated host gaming machine, including:
 - a currency note validator to receive currency input to the host gaming machine;
 - a first storage memory to store a unique identifier corresponding to the host gaming machine;
 - a storage mechanism detachably coupled to said currency note validator to store currency received by said currency note validator;
 - a second storage memory associated with said storage mechanism to store data including said unique identifier, said unique identifier being communicated from said first storage memory to said second storage memory; and
 - a soft count count supervisor for receiving said storage mechanism and downloading data from said second storage memory.

- II. A portable storage mechanism for attachment to a gaming machine to receive and store currency notes that pass through a currency validator associated with said gaming machine, the portable storage mechanism comprising:
 - a stacking mechanism for storing currency notes received from the currency validator;
 - a storage memory for storing data received from said gaming machine, said data including a unique identifier associated with said gaming machine, and

a connector for placing the storage memory in data communication with a soft count supervisor for downloading data therefrom.

III. A gaming machine comprising:

a currency note validator to receive currency input to the host gaming machine;

a first storage memory to store a unique identifier corresponding to the host gaming machine;

a storage mechanism detachably coupled to said currency note validator to store currency received by said currency note validator; and

a second storage memory associated with said storage mechanism for storing said unique identifier, said unique identifier being communicated from said first storage memory to said second storage memory.